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<WHAT IS CLAIMED IS:>

1. A communication device which can be wirelessly connected with a plurality of slaves, wherein identification information of a slave which does not satisfy a predetermined condition is registered, and for wireless connection, the communication device does not establish the connection with the slave having the registered identification information.

2. A game machine which can be wirelessly connected with a plurality of game machine controllers, comprising:

10 a first receiving section which receives identification information of terminal equipment in the periphery;

a control section which registers terminal equipment which does not satisfy a predetermined condition for the game machine in a storage section; and

15 a call section which calls a controller other than the terminal equipment having the identification information registered in the storage section.

3. A game machine which can be wirelessly connected with a plurality of game machine controllers, comprising:

20 a first receiving section which receives identification information of terminal equipment;

a control section which registers terminal equipment which does not satisfy a predetermined condition for the game machine in a storage section; and

25 a connection setting section which establishes connection

with a controller other than the terminal equipment having the identification information registered in the storage section.

4. The game machine according to claim 2, wherein the control section registers the identification information of the terminal equipment as a list of terminal equipment not to be connected.

5. The game machine according to claim 3, wherein the control section registers the identification information of the terminal equipment as a list of terminal equipment not to be connected.

6. The game machine according to claim 2, further comprising a second receiving section which receives a register deletion instruction of the terminal equipment registered in the storage section,

wherein the control section deletes corresponding identification information from the storage section based on the register deletion instruction.

7. The game machine according to claim 3, further comprising a second receiving section which receives a register deletion instruction of the terminal equipment registered in the storage section,

wherein the control section deletes corresponding identification information from the storage section based on the register deletion instruction.

8. A communication device, which registers identification

information of a slave in wireless connection with the slave and calls the slave by using the registered identification information of the slave without making any queries for connection.

5 9. A game machine which can be wirelessly connected with a plurality of game machine controllers, comprising:

 a first receiving section which receives identification information of a controller;

 a control section which registers the received
10 identification information in a storage section; and

 a call section which calls the controller based on the identification information.

 10. The game machine according to claim 9, further comprising a query section which makes a connection query to
15 the periphery of the game machine before the establishment of connection,

 wherein, when the first receiving section receives the identification information transmitted by the controller in the periphery in response to the connection query so that the
20 control section registers the identification information in the storage section, the query section does not make any connection queries for next connection establishment.

 11. The game machine according to claim 9, further comprising a query section which makes a connection query to
25 the periphery of the game machine before the establishment of

connection,

wherein, when the first receiving section receives the identification information transmitted by the controller in the periphery in response to the connection query so that the control section registers the identification information in the storage section, the query section makes a connection query for a predetermined period of time and interrupts the connection query, when the predetermined period of time elapses, for next connection establishment.

10 12. The game machine according to claim 9, further comprising a second receiving section which receives a register deletion instruction of the controller,

wherein the control section deletes corresponding identification information from the storage section based on the register deletion instruction.

15 13. The game machine according to claim 9, wherein identification information of a controller is registered in the storage section in advance in a case where the game machine and the controller are sold as a set.

20 14. A communication method comprising: registering identification information of a slave in wireless connection with the slave; and calling the slave by using the registered identification information of the slave without making any queries for connection.

25 15. A program for making a computer serving as a master

to execute, in wireless connection with a slave:

a function which makes the computer register
identification information of the slave; and

a function which makes the computer call the slave by
5 using the registered identification information once the
identification information of the slave is registered without
making any queries for connection.

16. A recording medium readable by a computer, which
records a program for making a computer serving as a master to
10 execute in wireless connection with a slave:

a function which makes the computer register
identification information of the slave; and

a function which makes the computer call the slave by
using the registered identification information once the
15 identification information of the slave is registered without
making any queries for connection.